# BATTLEFORCE™

## SMALL UNIT ACTIONS IN THE 31st CENTURY

BATTLEFORCE ©1987 FASA CORP. ALL RIGHTS RESERVED.

# COMING SOON FROM BLACKTHORNE

AND

# LUCASFILM Ltd

© 1987 LUCASFILM, Ltd. All Rights Reserved.

# STAR WARS®

# 3-D

**ALL NEW ART & STORIES!**

STORY BY

**LEN WEIN**

*(TEEN TITANS, SWAMP THING)*

ART BY

**GLEN JOHNSON & JIM NELSON**

**8-ISSUE MINI-SERIES!**

***BATTLEFORCE™ #1 (The BATTLETECH Mini-Series)*** **November 1987**. Published by BLACKTHORNE PUBLISHING, INC., 1340 Hill St., El Cajon, California 92020, U.S.A. Telephone (619) 588-2055. *Steven J. Schanes* and *Ann E. Fera*, Publishers. *Paul Tallerday*, Production Coordinator. *David Johnson*, Advertising. *John Stephenson*, Staff Editor. *BATTLEFORCE & BATTLETECH* ©1987 FASA Corporation. All Rights Reserved. No part of this publication may be reproduced by any means without the written permission of the publisher and copyright holder(s). No similarity between any of the persons, names, characters and/or institutions with any living or dead persons, names, characters and/or institutions is intended and any similarity which may exist is purely coincidental. Cover color by Daryl Isaacs.

Printed in the U.S.A.

# THE HUNGRY DOGS

## PERSONNEL

JACK HERMAN
SCRIPT

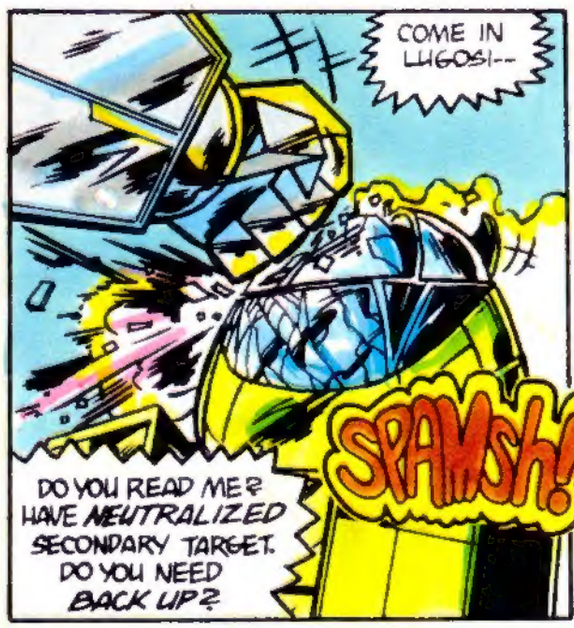
STAN TIMMONS
PENCILS

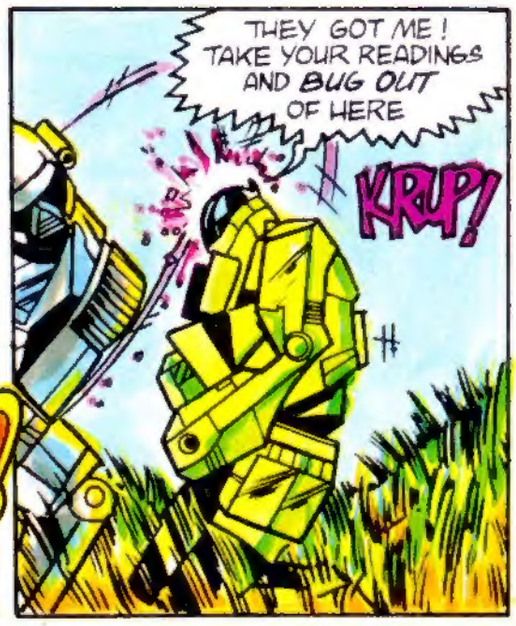
DAN PANOSHIN
INKS

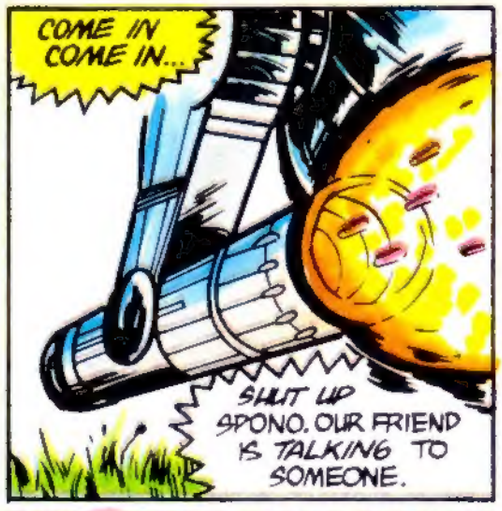
DARYL ISAACS
COLORS

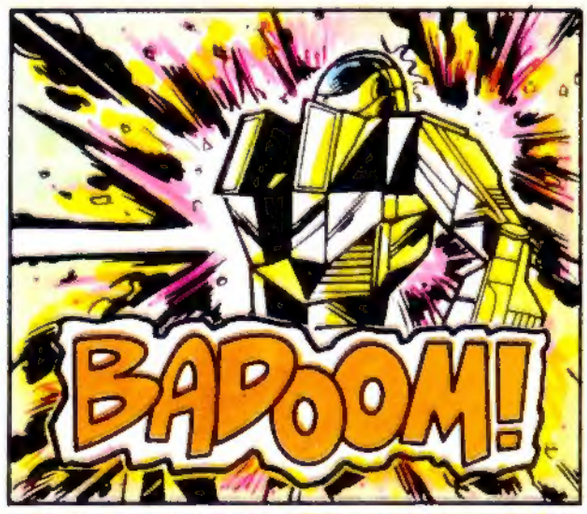
RAY MURTAUGH
LETTERS

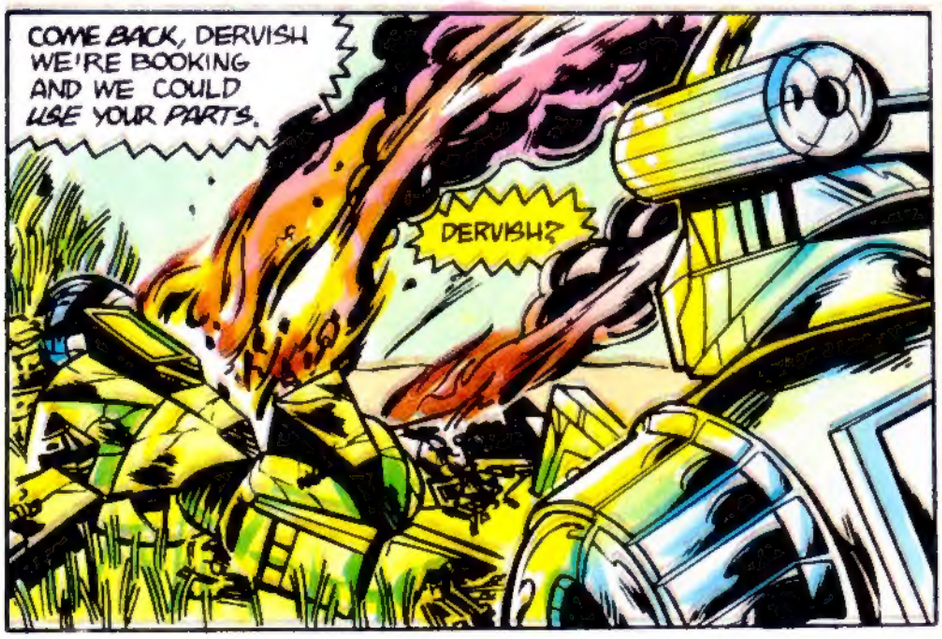
JOHN STEPHENSON
EDITS

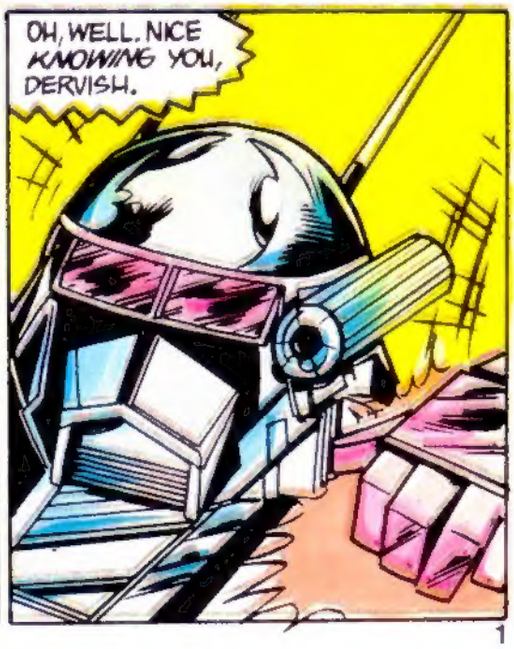


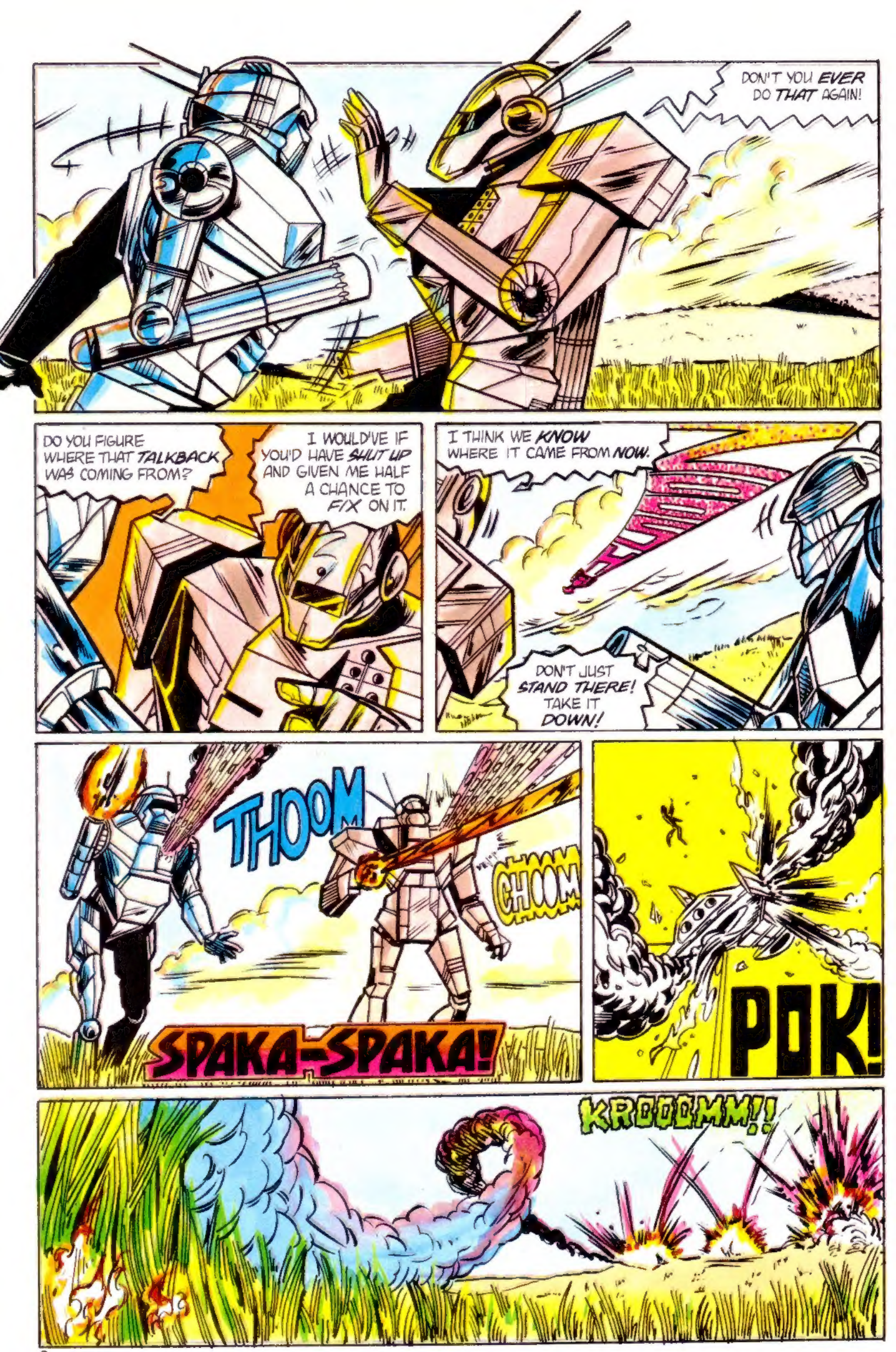



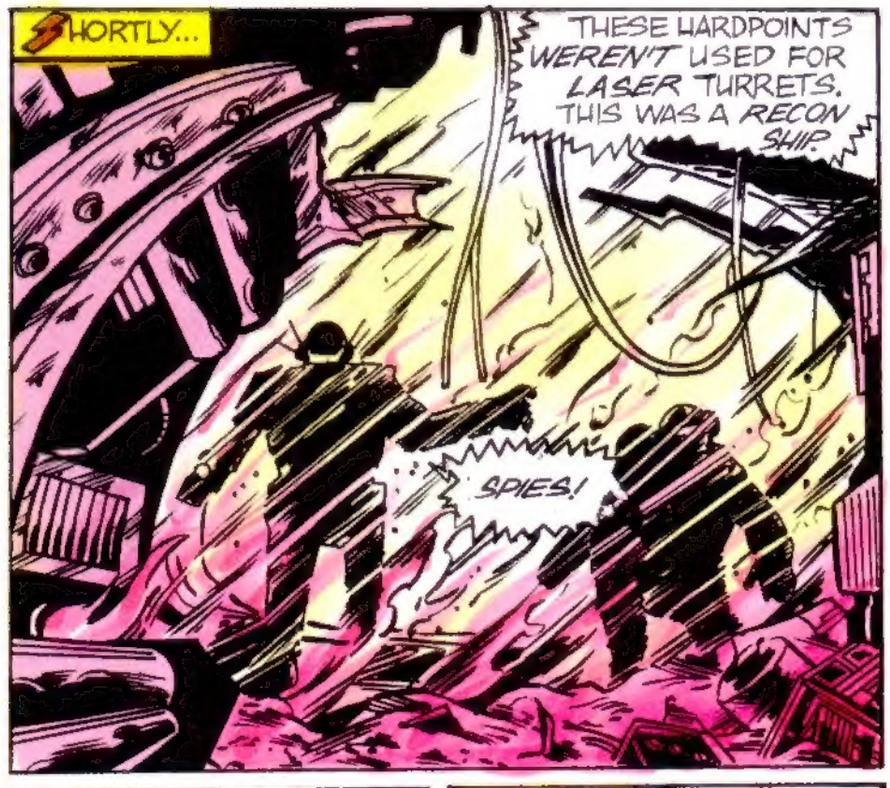



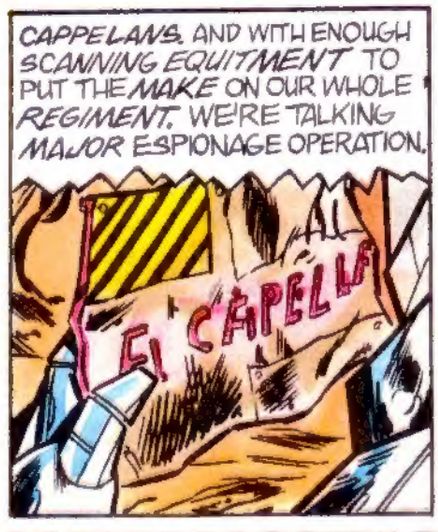



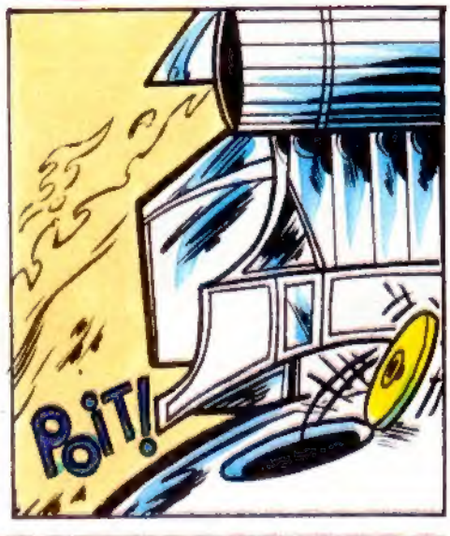


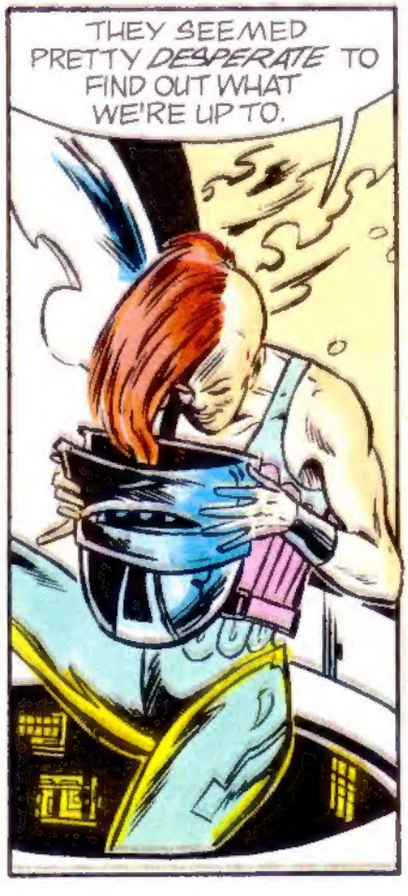

BATTLEFORCE © 1987 FASA CORPORATION. ALL RIGHTS RESERVED.


DON'T YOU EVER DO THAT AGAIN!
DO YOU FIGURE WHERE THAT TALKBACK WAS COMING FROM?
I WOULD'VE IF YOU'D HAVE SHUT UP AND GIVEN ME HALF A CHANCE TO FIX ON IT.
I THINK WE KNOW WHERE IT CAME FROM NOW.
DON'T JUST STAND THERE! TAKE IT DOWN!
THOOM
CHOOM
SPAKA-SPAKA!
POK!
KROOOMM!!



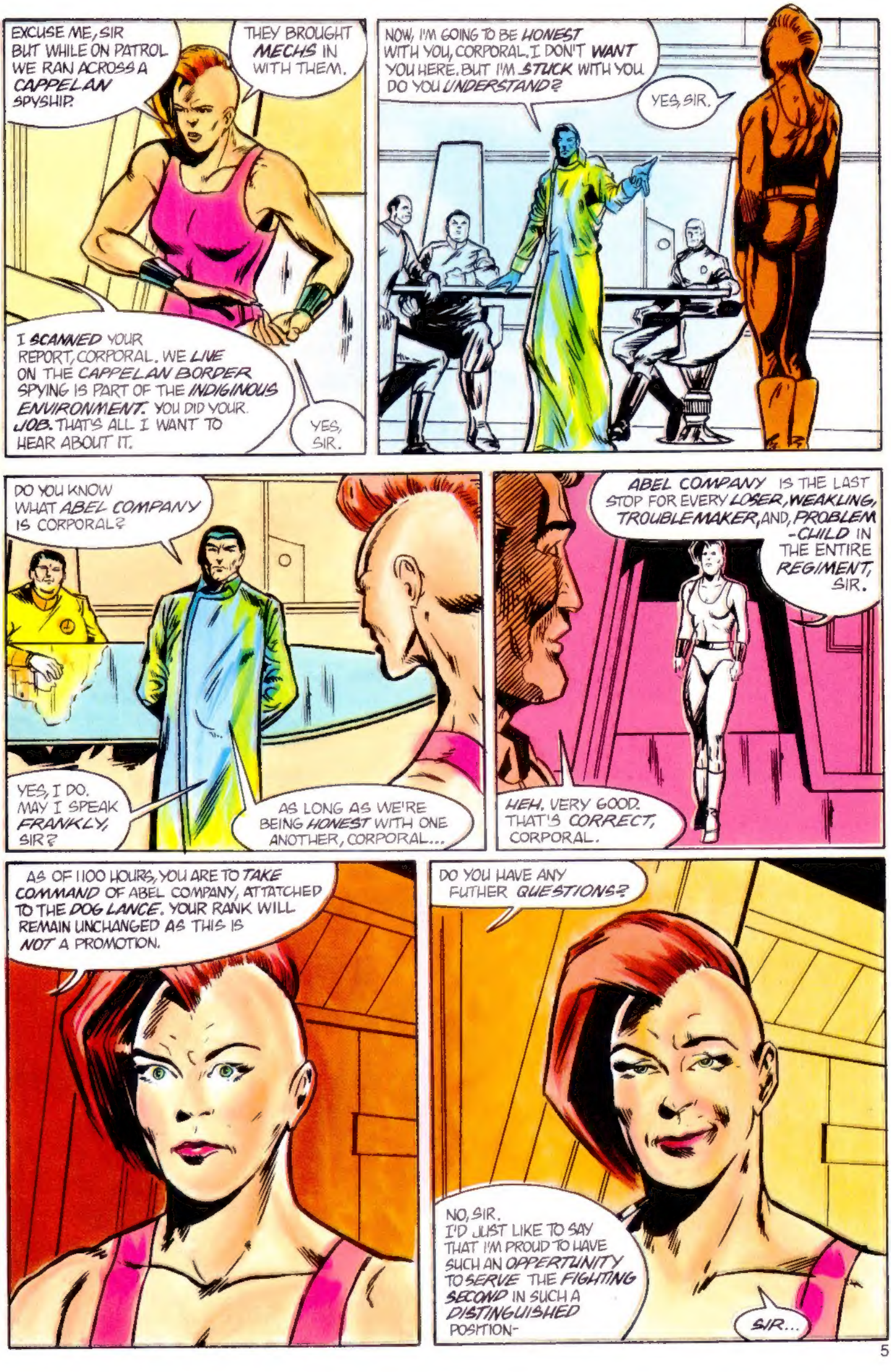


CAPPELANS. AND WITH ENOUGH SCANNING EQUITMENT TO PUT THE MAKE ON OUR WHOLE REGIMENT. WE'RE TALKING MAJOR ESPIONAGE OPERATION.
AL CAPELLA





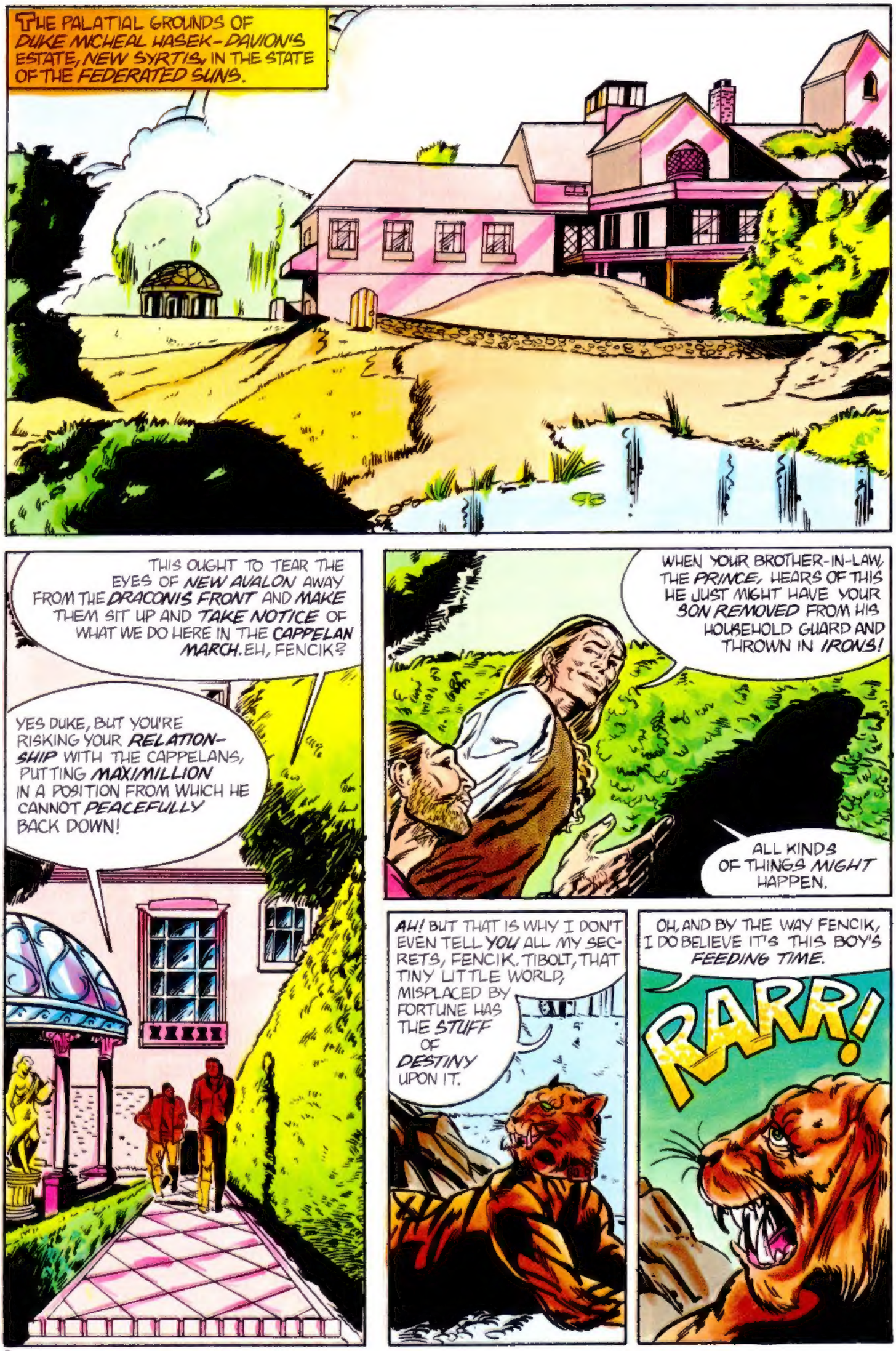
"CORPORAL NAZERINE LUGOSI. TRANSFERED TO US FROM OUR GOOD FRIENDS AT THE 8TH REGIMENT. NOW, JUST WHAT SHALL WE DO WITH HER?"

THE TEMPORARY OPERATIONAL HEADQUARTERS OF THE CRUCIS LANCERS, 2ND REGIMENT, SERVING THE FEDERATED SUNS (THE HOUSE OF DAVION) ON THE PLANET STURTEVANT IN THE CAPPELAN MARCH, ALONG THE CAPPELAN BORDER IN THE YEAR 3015. (3025 CURRENTLY)
SHE'S BEEN STATIONED HERE FIVE DAYS AND WE'VE YET TO GIVE HER A PERMANENT ASSIGNMENT THERE MUST BE SOMETHING WE CAN GIVE HER THAT WILL MAKE HER TRANSFER, OR BETTER STILL, TO WASH OUT!
NOW, WHAT ABOUT HER WAR RECORD?
SHE COMES FROM A PRESTGIOUS FAMILY LINE OF MECHWARRIORS, RAISED IN THE STRICTEST OF MILITARY TRADITIONS, ETCETERA, AND SO FORTH.
I WANT TO KNOW HOW SHE GOT DECORATED. THE FIRST TIME. IN HER FIRST BATTLE.
HER PERFECTLY RESTORED GRIFFIN THAT HAD BEEN IN HER FAMILY FOR THREE HUNDRED YEARS WAS DESTROYED.
THE APPARENT CAUSE OF THE PSYCHOLOGICAL PROBLEMS WE SPOKE OF EARLIER.
SO WHAT HAPPENED?
SHE--AHEM, RECRUITED THREE OF THE LOCALS, CAPTURED AN ENEMY VINDICATOR AND RETURNED TO THE BATTLE IN TIME TO SAVE HER LANCE FROM BEING WIPED OUT.
MMMM. LOSING A PERFECTLY RESTORED GRIFFIN. PITY. WE'LL HAVE A HELL OF A TIME REFITTING PARTS FOR THE VINDICATOR.
COMMANDER TREMENS, YOU WISHED TO SPEAK WITH ME?
NOK NOK
YES, I DID. WE WERE JUST DISCUSSING YOUR POSITION HERE.

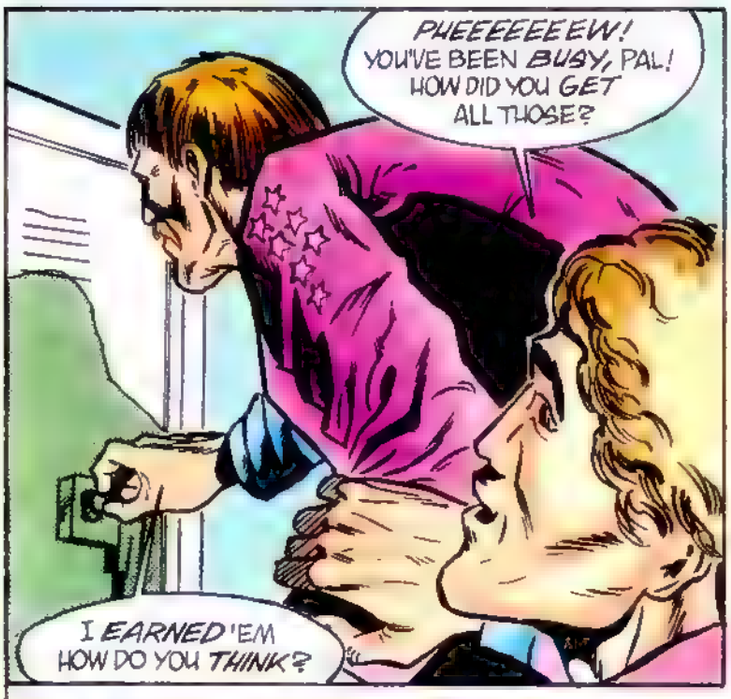

EXCUSE ME, SIR BUT WHILE ON PATROL WE RAN ACROSS A CAPPELAN SPYSHIP.
THEY BROUGHT MECHS IN WITH THEM.
I SCANNED YOUR REPORT, CORPORAL. WE LIVE ON THE CAPPELAN BORDER SPYING IS PART OF THE INDIGINOUS ENVIRONMENT. YOU DID YOUR JOB. THAT'S ALL I WANT TO HEAR ABOUT IT.
YES, SIR.
NOW, I'M GOING TO BE HONEST WITH YOU, CORPORAL. I DON'T WANT YOU HERE. BUT I'M STUCK WITH YOU. DO YOU UNDERSTAND?
YES, SIR.
DO YOU KNOW WHAT ABEL COMPANY IS CORPORAL?
YES, I DO. MAY I SPEAK FRANKLY, SIR?
AS LONG AS WE'RE BEING HONEST WITH ONE ANOTHER, CORPORAL...
ABEL COMPANY IS THE LAST STOP FOR EVERY LOSER, WEAKLING, TROUBLEMAKER, AND, PROBLEM-CHILD IN THE ENTIRE REGIMENT, SIR.
HEH. VERY GOOD. THAT'S CORRECT, CORPORAL.
AS OF 1100 HOURS, YOU ARE TO TAKE COMMAND OF ABEL COMPANY, ATTATCHED TO THE DOG LANCE. YOUR RANK WILL REMAIN UNCHANGED AS THIS IS NOT A PROMOTION.
DO YOU HAVE ANY FUTHER QUESTIONS?
NO, SIR. I'D JUST LIKE TO SAY THAT I'M PROUD TO HAVE SUCH AN OPPERTUNITY TO SERVE THE FIGHTING SECOND IN SUCH A DISTINGUISHED POSITION-
SIR...

SIAN. CAPITAL OF THE CAPPELAN CONFEDERATION. CHAMBERS OF THE MINISTER OF ECONOMICS.
TELL THE CHANCELLOR THAT HE AGREED TO GIVE CERES METALS THE MINING RIGHTS TO TIBOLT AND THAT IT IS HIS RESPONSIBILITY TO KEEP THE AREA UNDER CONTROL.
AS YOU CAN SEE, TIBOLT LIES AT A PRECARIOUS POSITION.
IT LIES ALONG AN AREA OF THE BORDER, THAT HAS LONG BEEN DISPUTED.
YOU'VE PUT DOWN SETTLEMENTS AND GEOLOGICAL SURVEY TEAMS INDISPUTABLY CLAIMING THE WORLD AS CAPPELLAN. FOR OVER SEVEN YEARS NO ONE HAS DISPUTED. THERE'S SOMETHING YOU'RE NOT TELLING US.
ACCESS TO TIBOLT WILL BE GRANTED AS SOON AS THE CHANCELLOR DEEMS IT APPROPRIATE.
SOMETHING MUST BE GOING ON THERE! JUST REMEMBER, IF YOU NO LONGER HAVE TIBOLT WE'LL SIMPLY DO BUSSINESS WITH WHOEVER DOES!
WHUMP
TELL THE CHANCELLOR THAT WE ARE DISPLEASED WITH THESE COSTLY AND UNNESSASSARY DELAYS. WHOEVER HAS TIBOLT SHALL GET OUR SPARE MECH PARTS AND RAW MATERIALS, THAT'S ALL THERE IS TO IT!

—TEK—
I HAVE JUST MET WITH THE CERUS METAL REPRESENTATIVE. I CAN MAKE NO PROMISES AS TO THE CEMENTING OF OUR AGREEMENT.
THE CHANCELLOR HAS MORE PRESSING MATTERS AT THE MOMENT.
THE ENEMY HAS BEEN IDENTIFIED AS A MERCENARY UNIT FROM THE FEDERATED SUNS. THE 1ST REGIMENT OF MILLER'S MARAUDERS. THEY WILL SUCCEED IN TAKING THE CITY UNLESS THE MECH UNITS FROM THE SMALLER MINING OPERATIONS CAN GET THERE IN TIME.
BUT WHY, COLONEL RIDZIL? WHY WOULD THE HOUSE OF DAVION DARE TO DO THIS?
I HAVE SPOKEN TO THE MINSTER OF GEOLOGY HE MAINTAINS THAT THERE IS NOTHING OF VITAL IMPORTANCE TO BE HAD ON TIBOLT.
PERHAPS THE FEDERATED SUNS REALLY DO WANT WAR AFTER ALL THESE YEARS OF RELATIVE PEACE.
PERHAPS THEY ONLY WISH TO TEST US OR EMBARASS US.
WHICHEVER, THE CAPPELAN CONFEDERATION AND THE HOUSE OF LIAO CANNOT AFFORD TO SHOW ANY SIGN OF WEAKNESS, BE IT POLITICAL, ECONOMIC, OR MILITARY.

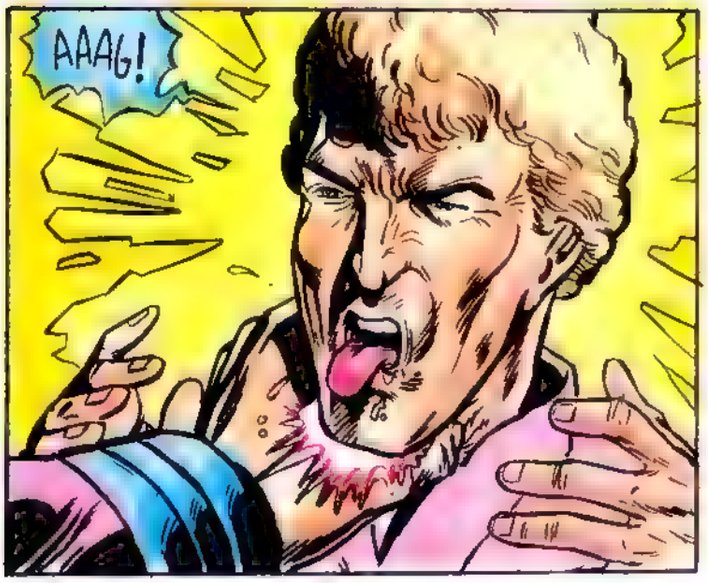

THE PALATIAL GROUNDS OF DUKE MICHEAL HASEK-DAVION'S ESTATE, NEW SYRTIS, IN THE STATE OF THE FEDERATED SUNS.
THIS OUGHT TO TEAR THE EYES OF NEW AVALON AWAY FROM THE DRACONIS FRONT AND MAKE THEM SIT UP AND TAKE NOTICE OF WHAT WE DO HERE IN THE CAPPELAN MARCH. EH, FENCIK?
YES DUKE, BUT YOU'RE RISKING YOUR RELATIONSHIP WITH THE CAPPELANS, PUTTING MAXIMILLION IN A POSITION FROM WHICH HE CANNOT PEACEFULLY BACK DOWN!
WHEN YOUR BROTHER-IN-LAW, THE PRINCE, HEARS OF THIS HE JUST MIGHT HAVE YOUR SON REMOVED FROM HIS HOUSEHOLD GUARD AND THROWN IN IRONS!
ALL KINDS OF THINGS MIGHT HAPPEN.
AH! BUT THAT IS WHY I DON'T EVEN TELL YOU ALL MY SECRETS, FENCIK. TIBOLT, THAT TINY LITTLE WORLD, MISPLACED BY FORTUNE HAS THE STUFF OF DESTINY UPON IT.
OH, AND BY THE WAY FENCIK, I DO BELIEVE IT'S THIS BOY'S FEEDING TIME.
RARR!

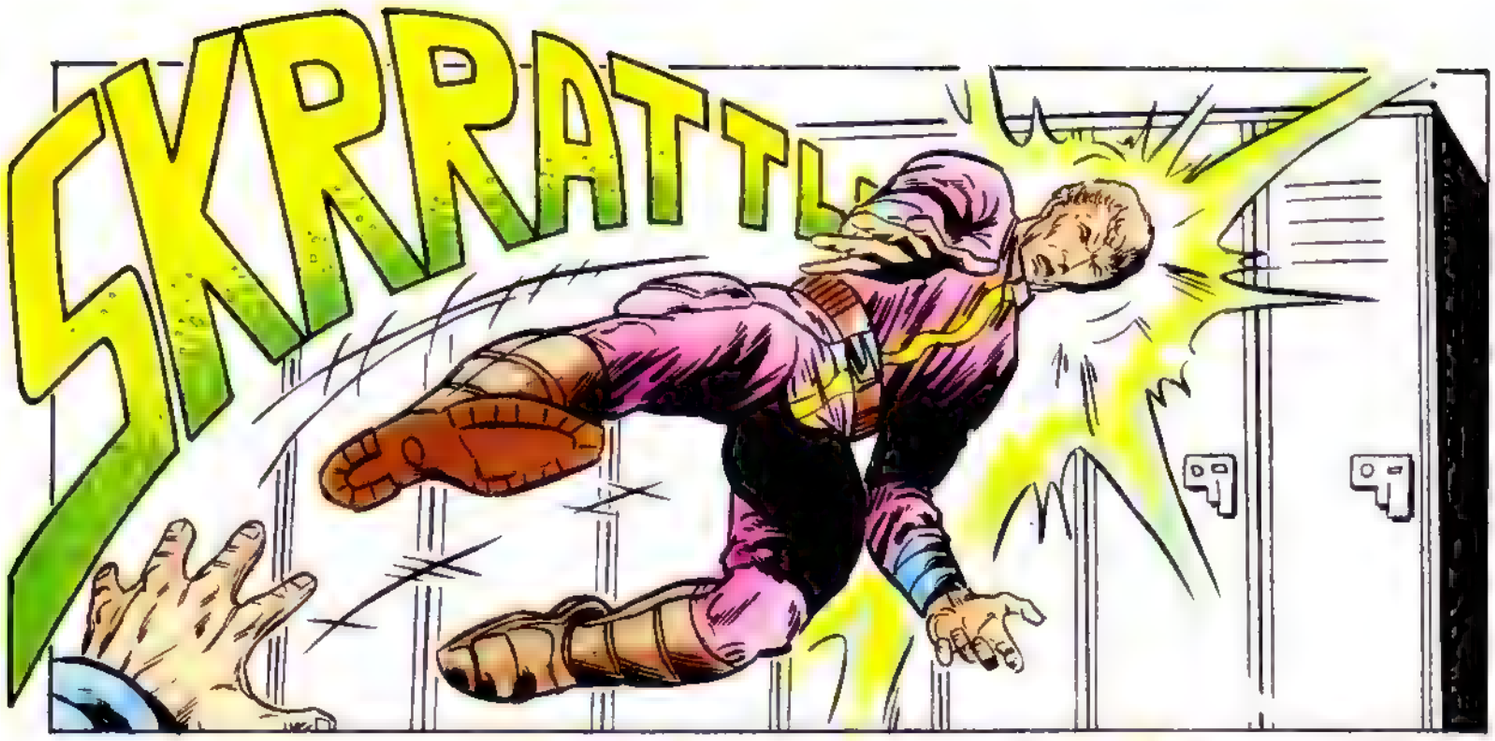
CRUCIS LANCERS, MOBILE OPERATIONAL HEADQUARTERS, 2ND REGIMENT QUARTERS OF ABEL COMPANY.
DAMN IT!
HEY THERE, WHAT'S THE PROBLEM, PARTNER?
SLAM!


PHEEEEEEEW! YOU'VE BEEN BUSY, PAL! HOW DID YOU GET ALL THOSE?
I EARNED 'EM HOW DO YOU THINK?

SHHD
MUST'VE BEEN A HELL OF A BATTLE. OR SEVERAL BATTLES, MORE LIKE.
YOU TRYING TO INSINUATE THAT I DIDN'T EARN THEM OR SOMETHING? LIKE YOU COULD DO BETTER?
YOU GOTTA TELL ME ABOUT 'EM SOMETIME.

I WASN'T INSINUATING ANYTHING. I DIDN'T MEAN NOTHING BY IT...


AAAG!


SKRRATT!

NOW LISTEN, YOU DRIVE A VALKYRIE, DON'T YA? THAT PIECE OF CRAP ONE WITH THE FAULTY LEG ACTUATORS?
YEAH...

WELL SO DO I PAL, ONLY MINE'S IN GOOD SHAPE AND I INTEND TO KEEP IT THAT WAY. NOW THAT I'M IN THIS REGIMENT LET'S GET ONE THING STRAIGHT BETWEEN US.
WHEN IT COMES TIME TO DECIDE WHICH VALKYRIE GETS THE SPARE PARTS, YOU'RE ALWAYS STANDING SECOND IN LINE, PURPETUALLY GOT THAT?

WHAT ARE YOU TALKING ABOUT? WE DON'T GET TO DECIDE THAT KIND OF STUFF. THE UNIT OFFICERS GOT...

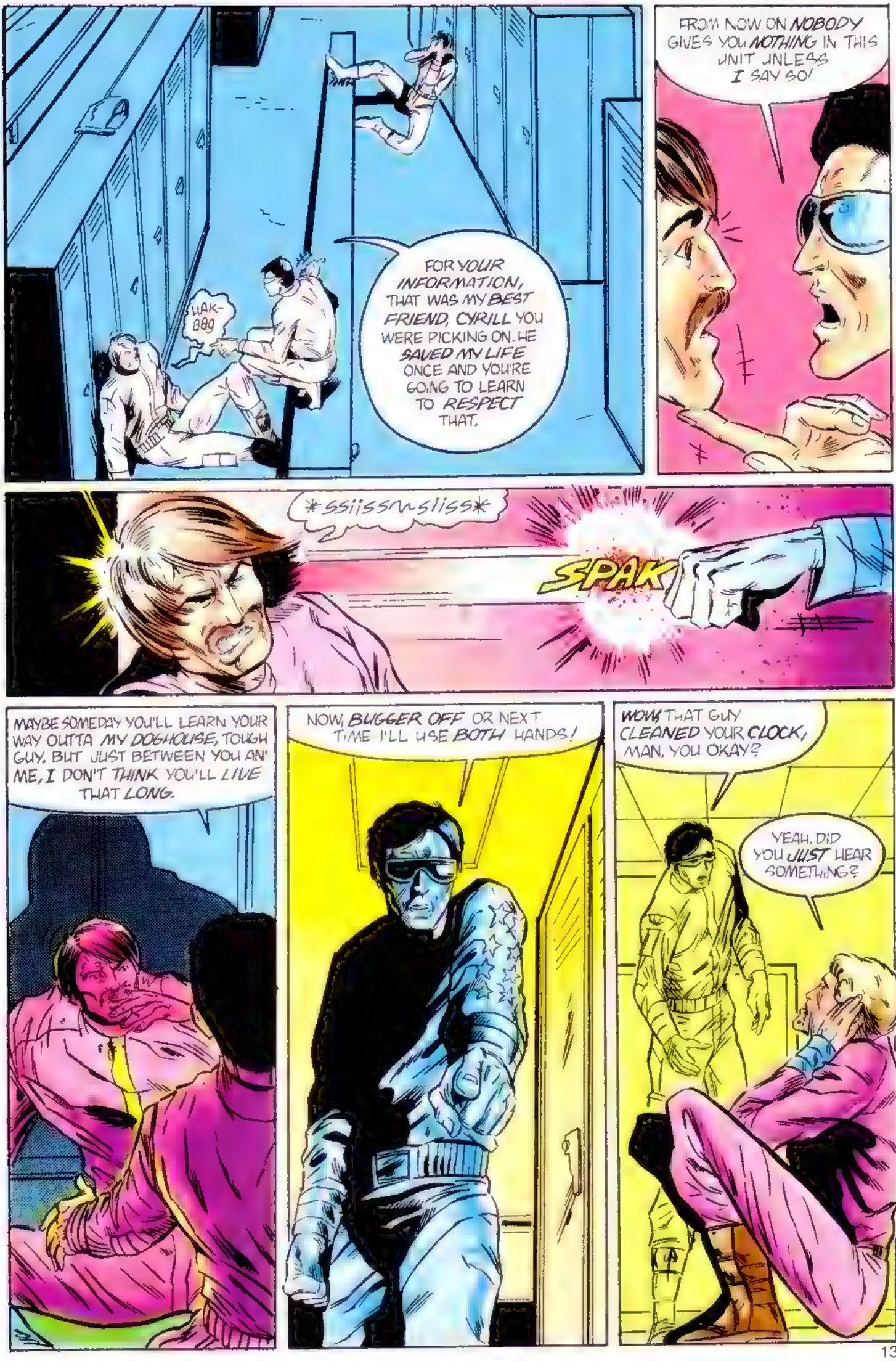
DON'T TRY TO SLIDE ME! EVEN IF YOU GOT TO SLIP SOMEBODY SOMETHING, YOU DO IT!

WELL--

IF YOU INSIST...

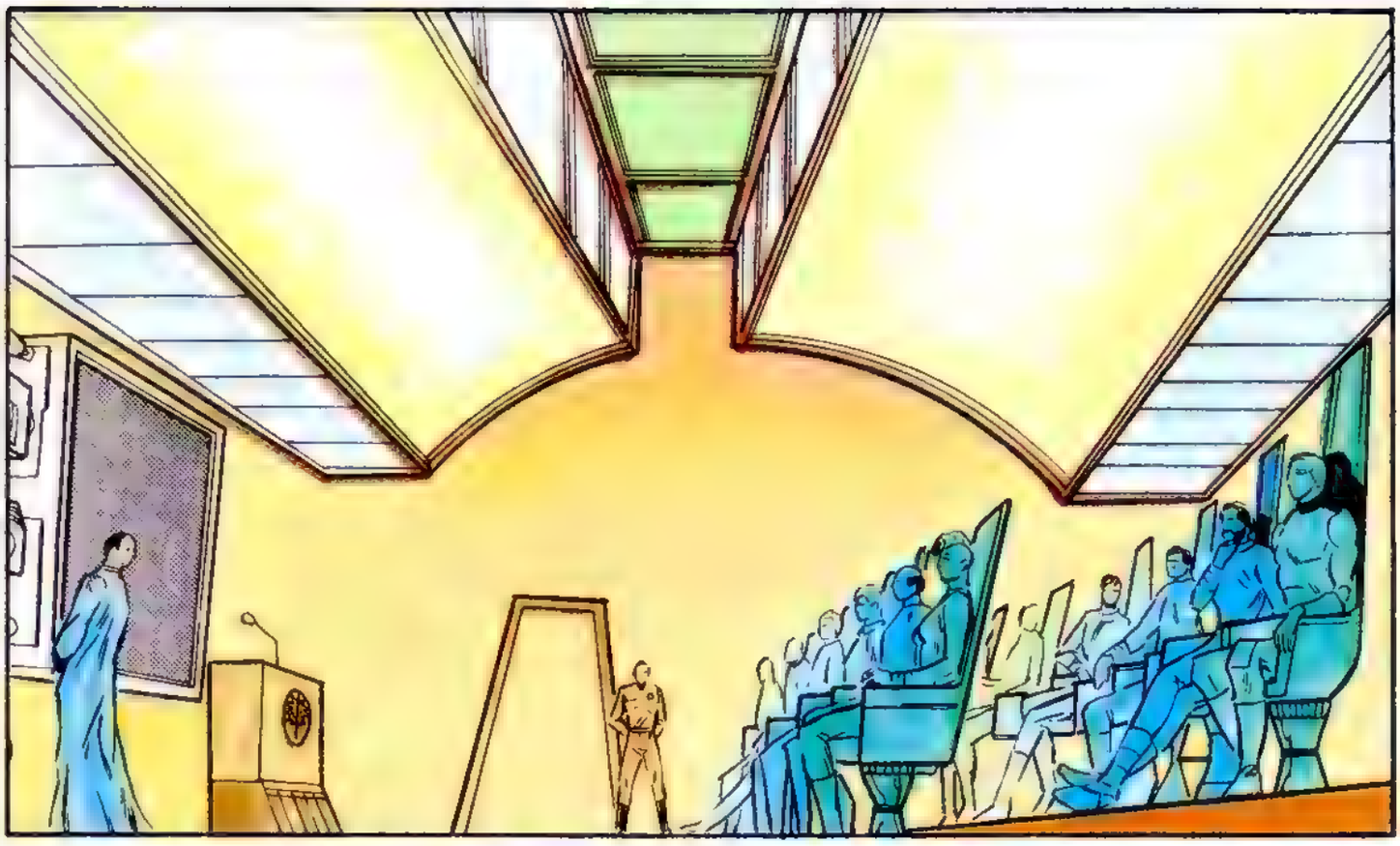
PWMT!
THIS IS A GOOD WAY TO GET YOURSELF KILLED PUNK!
KRAK!
THINKIN' YOU'RE TOUGH AIN'T NOTHING WHEN YOU RUN INTO SOMEBODY WHO IS TOUGH!
LOCKERS
KAKK-AAG-
WHATSAMATTER, BOY? I CAN'T HEAR YOU.
I GUESS THAT WE CAN JUST CONSIDER THE SPARE PARTS ISSUE SETTLED ONCE AND FOR ALL, THEN.
NOPE, I DON'T THINK SO.

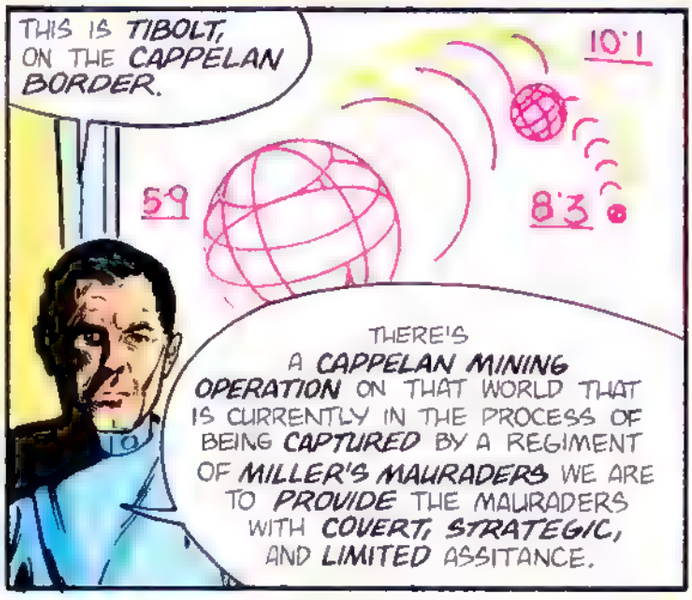
NOTHING PERSONAL, AMIGO, BUT WHAT BOTHERS YOU THE MOST? BEING STUPID, FAT, SLOW, OR UGLY?
WHAT THE--?
I'M GONNA KILL YOU, MAN YOU'RE DEAD! YOU'RE DEAD!
-gaaak-
POW!

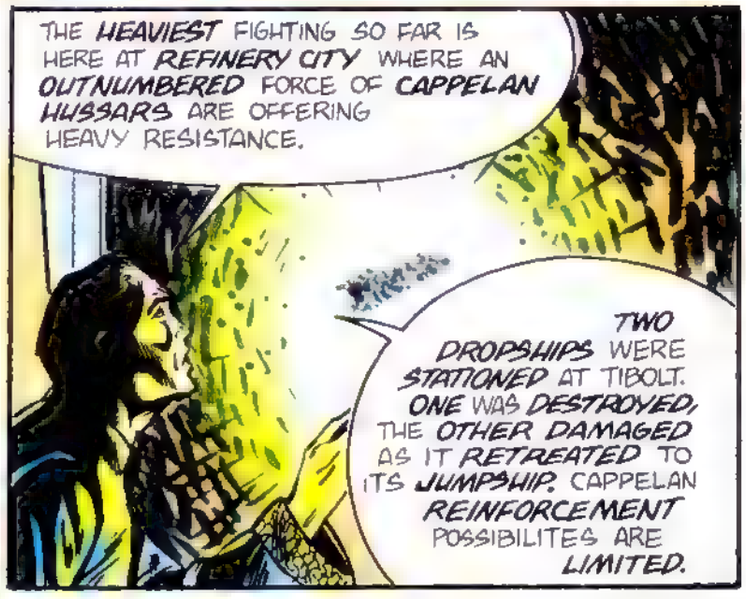

FOR YOUR INFORMATION, THAT WAS MY BEST FRIEND, CYRILL YOU WERE PICKING ON. HE SAVED MY LIFE ONCE AND YOU'RE GOING TO LEARN TO RESPECT THAT.
HAK-BBG
FROM NOW ON NOBODY GIVES YOU NOTHING IN THIS UNIT UNLESS I SAY SO!
*SSIISSSSSLISS*
SPAK
MAYBE SOMEDAY YOU'LL LEARN YOUR WAY OUTTA MY DOGHOUSE, TOUGH GUY. BUT JUST BETWEEN YOU AN' ME, I DON'T THINK YOU'LL LIVE THAT LONG.
NOW, BUGGER OFF OR NEXT TIME I'LL USE BOTH HANDS!
WOW, THAT GUY CLEANED YOUR CLOCK, MAN. YOU OKAY?
YEAH. DID YOU JUST HEAR SOMETHING?

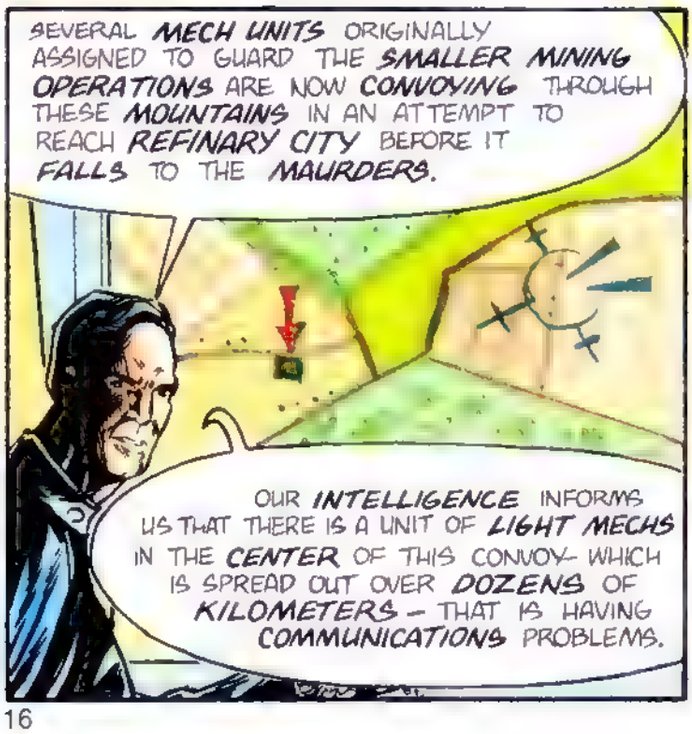
ABEL COMPANY! FALL IN!
OH, GREAT. SNAP INSPECTION.
THAT MEANS WE GOT US A NEW COMMANDING OFFICER!
MY NAME IS CORPORAL LUGOSI AND I AM NOW IN COMMAND OF ABEL COMPANY FOLLOWING THE UNFORTUNATE DEATH OF SERGEANT MARTIN.
HEY, I'M A CORPORAL AND I'VE BEEN HERE OVER THREE YEARS HOW COME THEY DIDN'T PUT ME IN CHARGE?
IT'S NO SECRET WHAT THEY THINK OF US HERE AT ABEL COMPANY. THEY CALL US THE DOG LANCE, THE SHEEP LANCE, AND THE GOAT LANCE.
OH NO! WE GOT LUGOSI!
UNFORTUNATE MY...!
IF YOU WANT TO SURVIVE TO MAKE SERGEANT, SHUT UP WILL YOU?!
BUT THAT DOESN'T CHANGE THE FACT THAT YOU'RE ALL MECHWARRIORS. AND MECHWARRIORS ARE THE TOUGHEST SONS-OF-BITCHES TO EVER GET INTO A FIGHT.

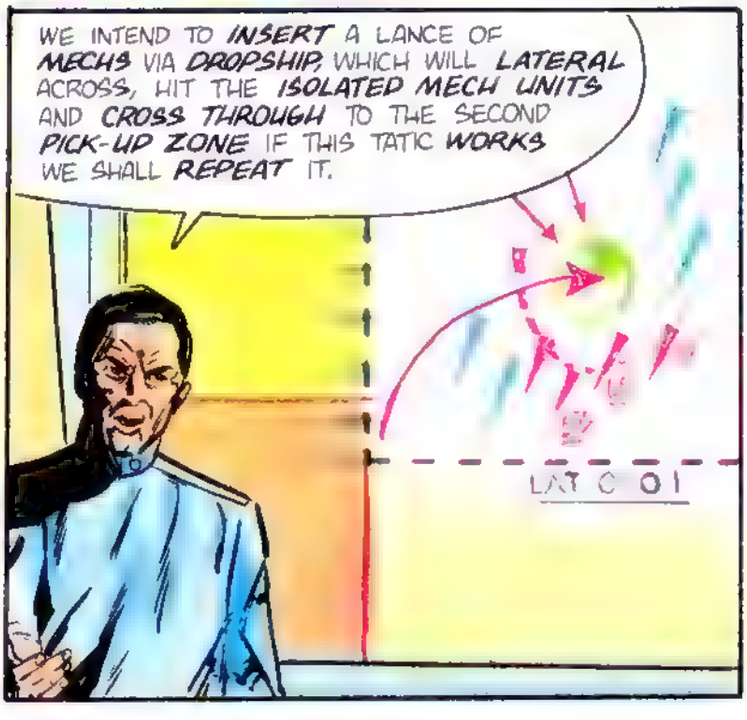
LOOK AT YOU! YOU'RE OUT OF UNIFORM.
AND YOU'RE OUT OF SHAPE!
WHAT HAPPENED TO HIM?
ANOTHER UNFORTUNATE ACCIDENT MA'AM.
AAARROOOGA!
ATTENTION, THIS BASE IS NOW ON COMBAT ALERT. OFFICERS REPORT TO YOUR BRIEFING AREA AT ONCE.

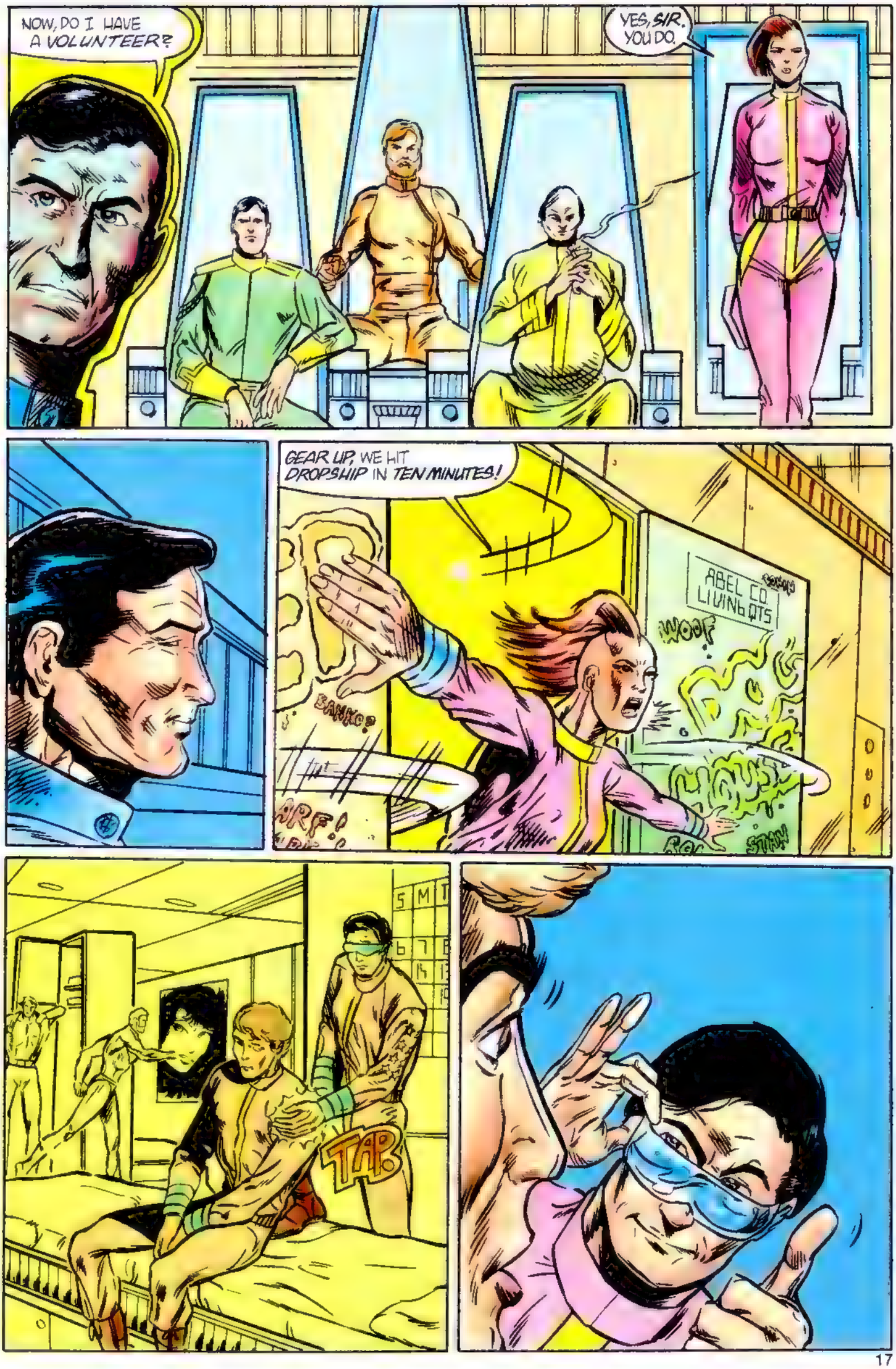


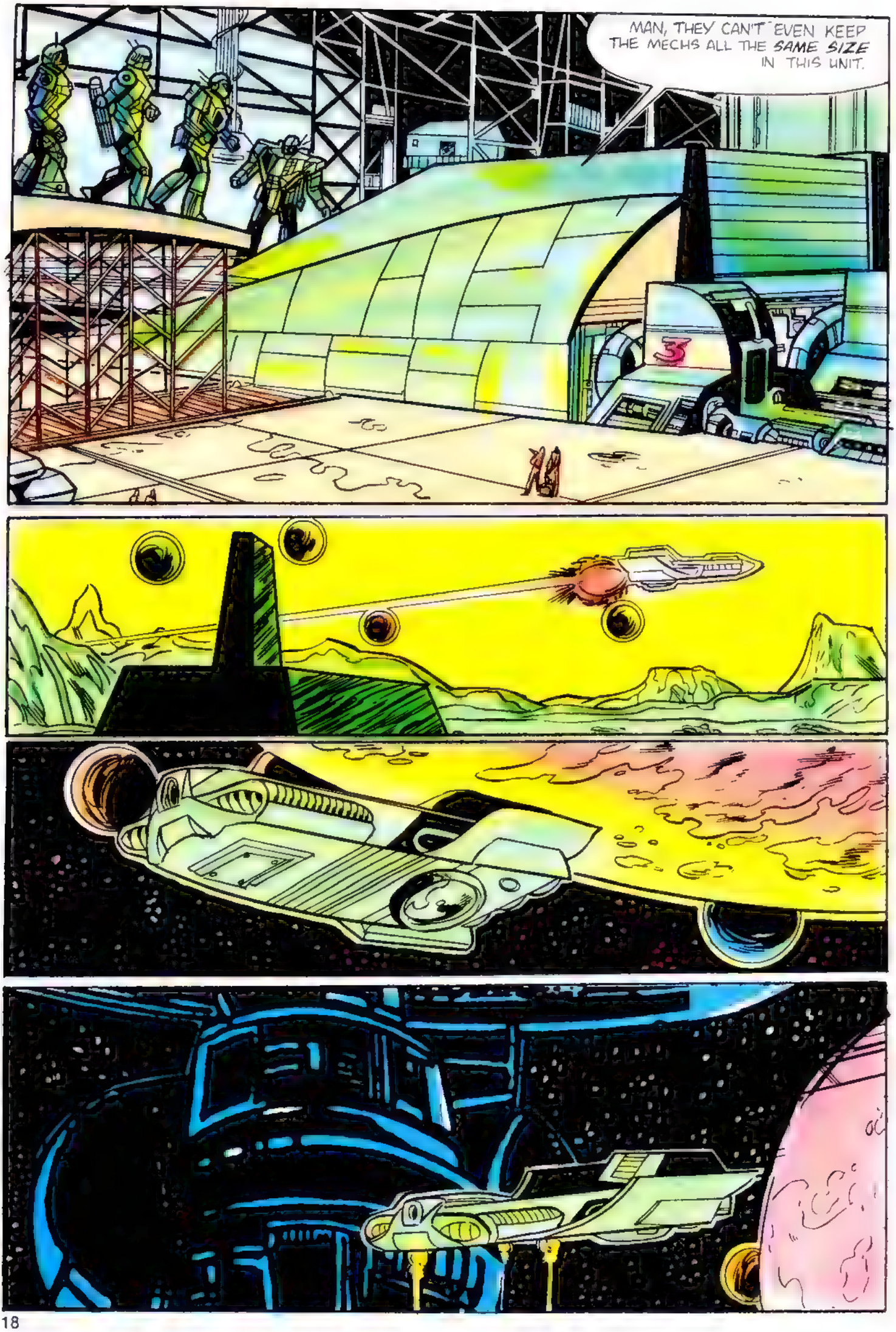

THIS IS TIBOLT, ON THE CAPPELAN BORDER.
10·1
59
8·3
THERE'S A CAPPELAN MINING OPERATION ON THAT WORLD THAT IS CURRENTLY IN THE PROCESS OF BEING CAPTURED BY A REGIMENT OF MILLER'S MAURADERS WE ARE TO PROVIDE THE MAURADERS WITH COVERT, STRATEGIC, AND LIMITED ASSITANCE.


THE HEAVIEST FIGHTING SO FAR IS HERE AT REFINERY CITY WHERE AN OUTNUMBERED FORCE OF CAPPELAN HUSSARS ARE OFFERING HEAVY RESISTANCE.
TWO DROPSHIPS WERE STATIONED AT TIBOLT. ONE WAS DESTROYED, THE OTHER DAMAGED AS IT RETREATED TO ITS JUMPSHIP. CAPPELAN REINFORCEMENT POSSIBILITES ARE LIMITED.


SEVERAL MECH UNITS ORIGINALLY ASSIGNED TO GUARD THE SMALLER MINING OPERATIONS ARE NOW CONVOYING THROUGH THESE MOUNTAINS IN AN ATTEMPT TO REACH REFINARY CITY BEFORE IT FALLS TO THE MAURDERS.
OUR INTELLIGENCE INFORMS US THAT THERE IS A UNIT OF LIGHT MECHS IN THE CENTER OF THIS CONVOY- WHICH IS SPREAD OUT OVER DOZENS OF KILOMETERS – THAT IS HAVING COMMUNICATIONS PROBLEMS.

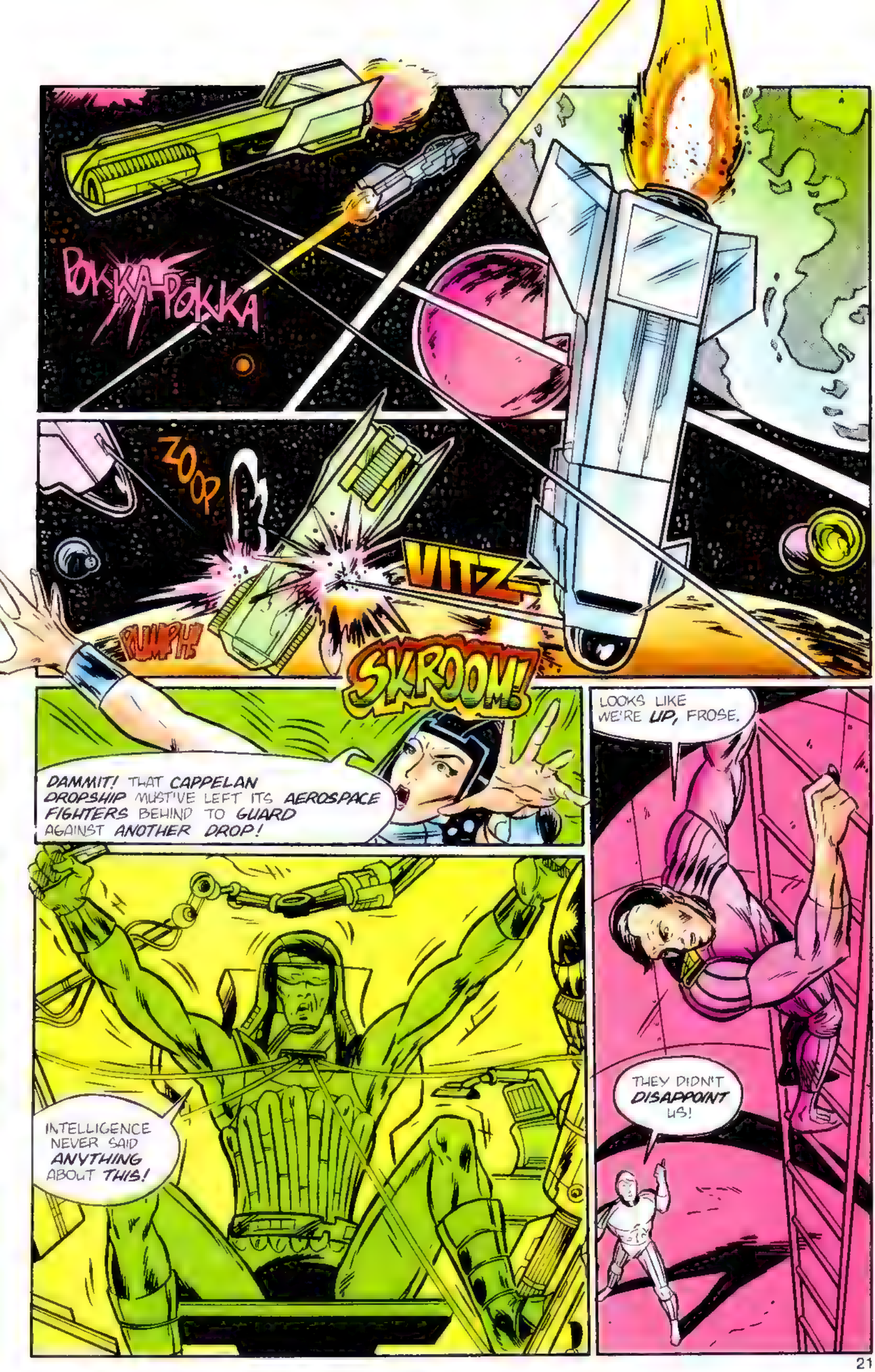

WE INTEND TO INSERT A LANCE OF MECHS VIA DROPSHIP, WHICH WILL LATERAL ACROSS, HIT THE ISOLATED MECH UNITS AND CROSS THROUGH TO THE SECOND PICK-UP ZONE IF THIS TATIC WORKS WE SHALL REPEAT IT.
LAT C 01

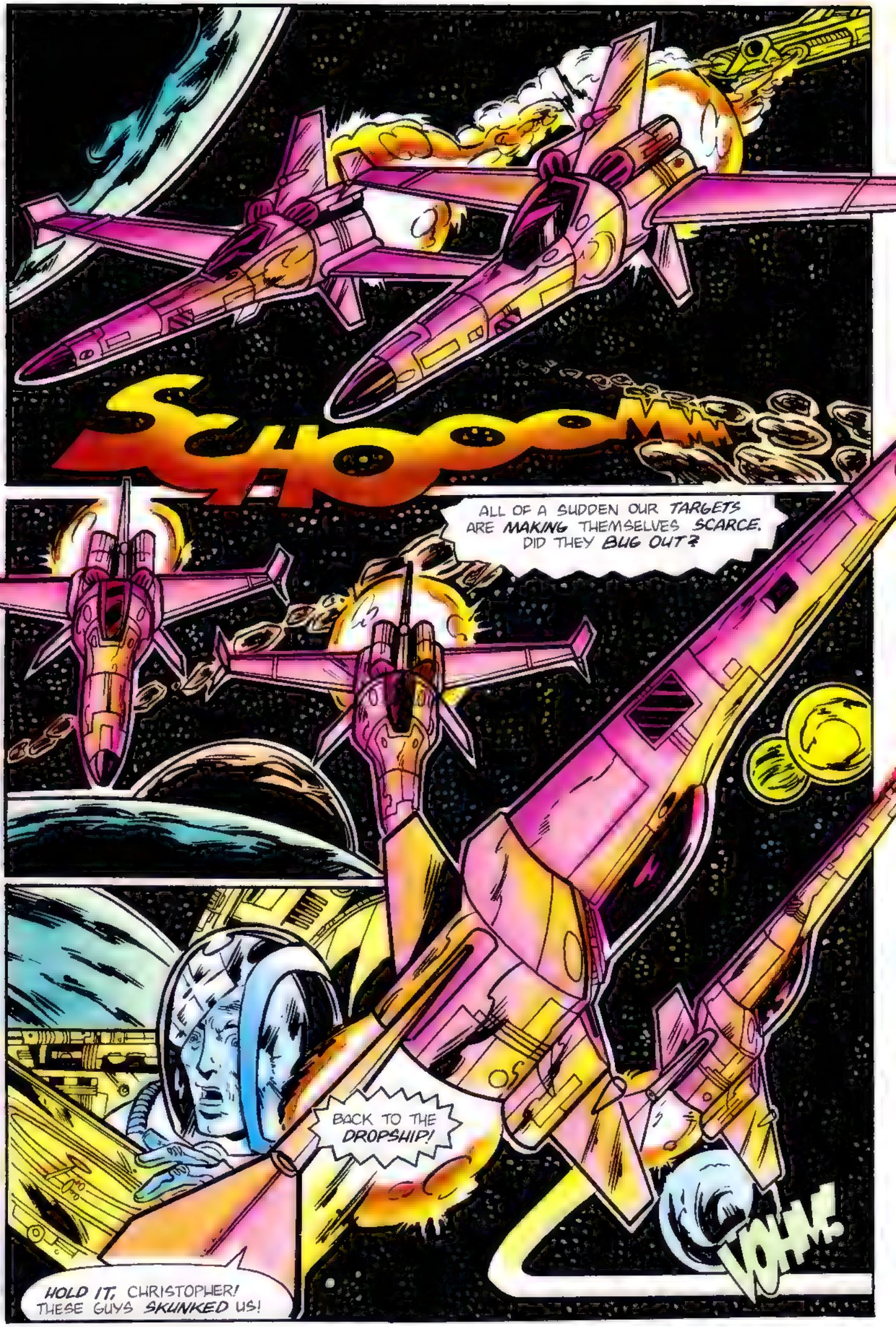

NOW, DO I HAVE A VOLUNTEER?
YES, SIR. YOU DO.
GEAR UP, WE HIT DROPSHIP IN TEN MINUTES!
ABEL CO. LIVING QTS
WOOF!
BANG!
ORF!
TAP


MAN, THEY CAN'T EVEN KEEP THE MECHS ALL THE SAME SIZE IN THIS UNIT.
3

EEEWOOOO
VOOOSH
WHEN WE HIT THE TURF, STAY IN TIGHT FORMATION. WE'LL TRACK THESE GUYS DOWN WITH U.V. AND WE'LL URRRGH.
ARE YOU ALL RIGHT?
I'M FINE!
GREAT, THAT'S ALL WE NEED. A COMMANDING OFFICER WHO GETS JUMPSICK.

SKRSHHHHH
FEDERATED SUNS DROPSHIP APPROACHING TIBOLT ORBIT.
MAN, THESE GUYS HAVE BEEN KILLING US! LET'S DO THEM SOME SERIOUS DAMAGE!
SKRAAK
SKRAAK
KRUPT

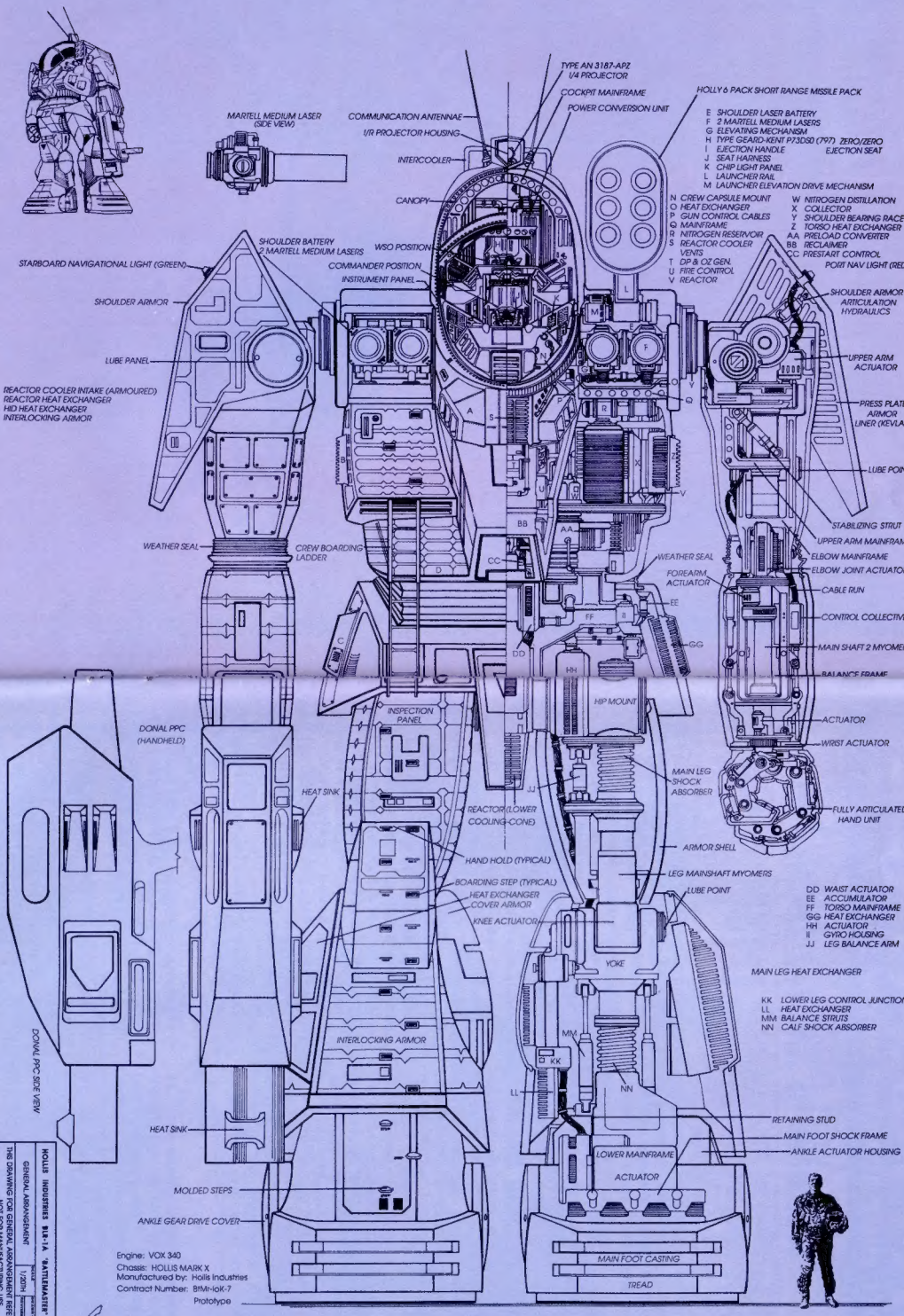

POKKA-POKKA
ZOOP
VITZ
SKROOM!
DAMMIT! THAT CAPPELAN DROPSHIP MUST'VE LEFT ITS AEROSPACE FIGHTERS BEHIND TO GUARD AGAINST ANOTHER DROP!
INTELLIGENCE NEVER SAID ANYTHING ABOUT THIS!
LOOKS LIKE WE'RE UP, FROSE.
THEY DIDN'T DISAPPOINT US!


KPOOM
ALL OF A SUDDEN OUR TARGETS ARE MAKING THEMSELVES SCARCE. DID THEY BUG OUT?
BACK TO THE DROPSHIP!
HOLD IT, CHRISTOPHER! THESE GUYS SKUNKED US!
VOOM!

POKPOK
DROPSHIP TO CORSAIR ONE AND TWO. WE CAN'T TAKE MUCH MORE OF THIS!
DIZZZ
ROGER, WE COPY. JUST SIT TIGHT AND ENJOY THE SHOW.
SKRAAAK
KABOOM!

BROOM!
SPAK-SPAK-SPAK
KBLOOM!
YEAH, ALL RIGHT!
NICELY PLAYED, GENTLEMEN. YOU WANT TO PUT'EM BACK IN THE HANGER OR DO YOU WANT TO FOLLOW US DOWN?
CLAP/CLAP/CLAP
OH, I THINK WE'LL FOLLOW YOU DOWN, IF YOU DON'T MIND.
NO PROBLEM.
GET YOURSELVES PREPPED, DOG LANCE.
WE'RE GOING IN!
next:
Cake Walk

# BATTLETECH: BATTLEMASTER





***ATTENTION 'MECHWARRIORS'!***

**This blueprint is just one of a set of 5 24" X 36" posters available from FASA at all well-armed comic book, gaming and fantasy retailers!**

***GET YOURS TODAY!***

BATTLETECH IS A TRADEMARK OF FASA CORPORATION. COPYRIGHT ©1986 FASA CORPORATION

# BATTLEFORCE™
## SMALL UNIT ACTIONS IN THE 31st CENTURY

# Welcome to *BATTLETECH!*

*"This is a world you pray you won't be sent to when you die."*

For those of you already familiar with this incredibly popular role-playing game, you'll be able to enjoy presentations of actual games that the book's creators have played. The situations, characters and battles have all been fought and the results, as always, are unexpected. We have tried to bring the same adventure, excitement and unpredictability you've experienced in your games.

Now for the few of you who have ***never*** played a *BATTLETECH* game, (and shame on you!), here's a bit of background on the world and weapons you'll meet in this series.

## *THE SUCCESSION WARS*

A Dark Age has befallen mankind, the result of over two centuries of bitter war. Where once the United Star League reigned, five Successor States now battle for control. Each House seeks mastery over the others, but none can conquer unaided, and none can be trusted as an ally. Thus, campaign follows campaign and battle follows battle — all without lasting victory or defeat.

Thousands of planets have fallen into chaos and barbarism, ruled by men who are nothing more than theives and brigands. The advancement of technology has not only ceased, but the equipment of the past cannot be produced by present-day worlds. The huge war machines, the BattleMechs, can no longer be built, and the Successor Warlords must strip their wrecked machines to find needed spare parts. Now, the Succession Wars are fought over water, ancient machines and spare-part factories.

## *WEAPONS*

The battlefields of the Succession Wars are dominated by the most powerful war machines ever built, the BattleMechs. These huge, man-shaped vehicles are faster, more mobile and more heavily-armed than any 20th-century tank. Equipped with charged-particle beams, lasers, rapid-fire autocannons and missiles, they pack enough firepower to flatten anything other than another 'Mech. A small fusion reactor provides almost unlimited power, and 'Mechs can be adapted to fight in enviroments ranging from sun-baked deserts to subzero arctic icefields.

Tanks and lightly-armed jeeps can also be found on 31st-century battlefields, and small, fusion-powered fighters control both the skies and space. The battlefleets of the Successor States were nearly destroyed during the First War and, since the ability to reconstruct faster-than-light craft has been lost, these small fighters are the first line of defense for any planet under attack, either in orbit or in the atmosphere itself.

## *THE 'MECHS*

BattleMechs are grouped according to weight in four basic varieties: *Light, Medium, Heavy* and *Assualt*.

*Light 'Mechs* range in weight from 20 to 40 tons. The most inexpensive BattleMechs, *Lights* are the second most common type on the battlefield today. Used mostly in reconnaissance, their above-average speed and jump capability usually allows them to skirt heavy fighting to get a look at enemy formations.

Whatever their assets, *Light 'Mechs* must still stay out of the way of their larger brothers. Even in numbers, they are no match for heavier 'Mechs.

*Medium 'Mechs* are the armies' real workhorses of the Inner Sphere. They range from 40 to 60 tons. By far the most common 'Mech, they also provide the most variety in design. Found in all units and on most worlds, *Medium 'Mechs* usually end up doing the real dirty work.

*Heavy 'Mechs* are among the 'Mech elite. Piloted by commanders and the most experienced warriors, they are the major force on the battlefield. With their capacity to give and take enormous ammounts of damage, *Heavy 'Mechs* can usually be countered only by other *Heavy* units.

There is nothing more awe-inspiring than the sight of a unit of *Heavy 'Mech* — at 60 to 80 tons — lumbering toward some hapless foe.

*Assault 'Mechs* are the kings of the battlefield. Although rare and often kept out of battle, one *Assault 'Mech* is usually the equal to a whole lance of other 'Mechs. The well-designed *Assault 'Mech* fears nothing and its physical attacks can, at the very least, cripple any target.

Unfortunately, ther are *very few* well-designed *Assault 'Mechs*. The early designers ignored the 'Mechs' ability to mount tremendous amounts of weaponry and simply emphasized size — 80 to 100 tons — resulting in 'Mechs whose only real combat asset is physical attack.

Beginning this issue, we will feature a designer's "blueprint" of various 'Mechs so you may become more familiar with the incredible weaponry that is...BATTLETECH!

# BLACKTHORNE PUBLISHING INC

PRESENTS

# BATTLETECH®

THIS FALL!
FULL COLOR!

BATTLETECH®

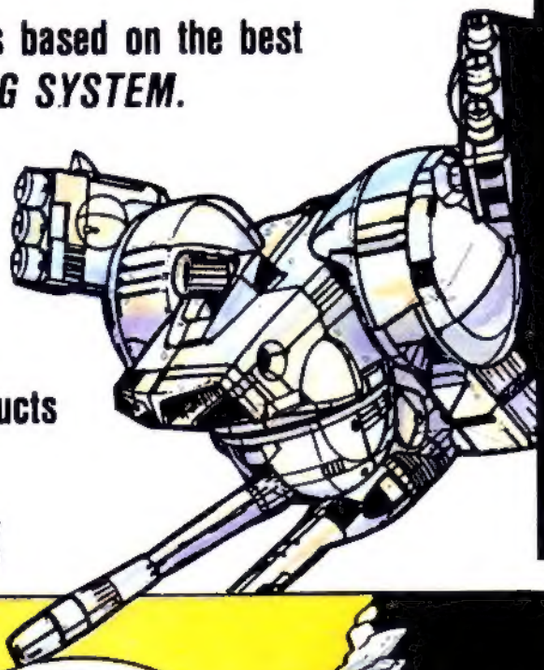
WRITTEN BY
**JOE JUDT**

PENCILS BY
**PALMER WORLEY**

INKS BY
**JIM NELSON**

**The hot new comic book series based on the best selling *BATTLETECH™ GAMING SYSTEM.***

**Every several issues the cast of characters revolve so readers will experience the whole *BATTLETECH UNIVERSE* as it's seen in the best selling *BATTLETECH* products from FASA Corporation!**



*BATTLETECH #1 - 32 page, full color monthly comic book with full color, laser-scanned covers.....* **$1.75** (Canada 2.50)

QUINTON, DON'T YOU EVER TIRE OF WATCHING THE WAR?
THIS IS THE FUTURE OF THE COMBINE. OUR FUTURE. WE ARE ALL SOLDIERS. YOU SHOULD PAY ATTENTION.
IT DOESN'T MATTER, QUINTON. WE'VE LOST OUR MECHS. UNLESS WE CAPTURE ONE, WE'RE OUT OF THE WAR. IT'LL GO ON WITHOUT US.
HAVE YOU NO HONOR, HAN?
HONOR IS FOR WARRIORS. WE ARE NO LONGER SO LUCKY.

© 1987 FASA Corporation. ***BATTLETECH™*** is a registered trademark of FASA Corporation. All Rights Reserved.